*Dev Notes - BME 09/2025: Tessara*

**Type:** Monthly Prototype | **Focus:** Character Movement/Procedural Generation | **Engine:** Unity | **Time Worked:**4/30 days

When developing this game, I wanted to focus mainly on basic game mechanics and get back into development for Unity.  With this there are many things that I have refreshed on around scenes and level design.

**Goals & Completions:**

* Create a 2D level with basic movements for jumping **(IN PROGRESS)**
* Create a 2D level with basic movements for crawling/crouching **(IN PROGRESS)**
* Create a 2D level with basic movements for swimming **(IN PROGRESS)**
* Create a 2D level with basic movements for double jumping **(IN PROGRESS)**
* Get Movement working correctly for each system **(IN PROGRESS)**
  + Jumping **(IN PROGRESS)**
  + Crawling/Crouching **(Complete)**
  + Swimming **(IN PROGRESS)**
  + Double jumping **(IN PROGRESS)**
* Create Procedural process to generate random level based on seed **(IN PROGRESS)**
* Ability to view level as a Map. **(NOT STARTED)**

**Things I learned:**

* **Unity New Input System:**
* **Controller Support:** Unity allows controller support by default when using the vertical/horizontal calls of input.  This allowed access to the controller’s movement but also had the effect of moving the player based on how far the controller was moved.  This can be useful sometimes, but when trying to move the character with some physics like acceleration or deceleration the calculations can become unpredictable.

**Areas for Improvement:**

**Known Bugs:**